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 Zhunping Zhang , Lifeng Wang , Baining Guo , Heung-Yeung Shum
ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques July 2002
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 We present a feature-based technique for morphing 3D objects represented by light fields. Our technique enables morphing of image-based objects whose geometry and surface properties are too difficult to model with traditional vision and graphics techniques. Light field morphing is not based on 3D reconstruction; instead it relies on *ray correspondence*, i.e., the correspondence between rays of the source and target light fields. We address two main issues in light field morphing: feature s ...
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 Shenchang Eric Chen , Lance Williams
Proceedings of the 20th annual conference on Computer graphics and interactive techniques September 1993
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 Sam Chen , Rob Myers , Rick Pasetto
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 John Rohlf , James Helman
Proceedings of the 21st annual conference on Computer graphics and interactive techniques July 1994
This paper describes the design and implementation of IRIS Performer, a toolkit for visual simulation, virtual reality, and other real-time 3D graphics applications. The principal design goal is to allow application developers to more easily obtain maximal performance from 3D graphics workstations which feature multiple CPUs and support an immediate-mode rendering library. To this end, the toolkit combines a low-level library for high-performance rendering with a high-level library that imp ...
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 Kevin P. Jones , Colin L. M. Bell
Proceedings of the 7th annual international ACM SIGIR conference on Research and development in information retrieval July 1984
The automatic extraction of words from texts to form the input for information retrieval systems based on inverted files is partly considered on a theoretical basis, and partly in relation to experience gained from developing what has become an operational system. This system was developed to operate on abstracted texts, but is being modified to handle more extended texts either for input into an inverted file or as a stage in creating pre-coordinate indexes. The system is capable of handling co ...
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 Byong Mok Oh , Max Chen , Julie Dorsey , Frédo Durand
Proceedings of the 28th annual conference on Computer graphics and interactive techniques August 2001


We present an image-based modeling and editing system that takes a single photo as input. We represent a scene as a layered collection of depth images, where each pixel encodes both color and depth. Starting from an input image, we employ a suite of user-assisted techniques, based on a painting metaphor, to assign depths and extract layers. We introduce two specific editing


operations. The first, a "clone brushing tool," permits the distortion-free copying of parts of a picture, b ...


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 Leonard McMillan , Steven Gortler
ACM SIGGRAPH Computer Graphics November 1999
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 Arno Schödl , Richard Szeliski , David H. Salesin , Irfan Essa
Proceedings of the 27th annual conference on Computer graphics and interactive techniques July 2000
This paper introduces a new type of medium, called a video texture, which has qualities somewhere between those of a photograph and a video. A video texture provides a continuous infinitely varying stream of images. While the individual frames of a video texture may be repeated from time to time, the video sequence as a whole is never repeated exactly. Video textures can be used in place of digital photos to infuse a static image with dynamic qualities and explicit actions. ...

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 Shaun Bangay
Proceedings of the 1st international conference on Computer graphics, virtual reality and visualisation November 2001
The distortion operator transforms 2D images in a manner similar to image warping or morphing, allowing source pixels to be mapped to any destination pixel. This operator can be implemented on current hardware, allowing at least one distortion per frame at interactive frame rates. Potential applications are numerous, but those described include re-mapping images for correct projection onto curved screens, correcting camera distortion from multiple sources simultaneously, and allowing constant ti ...

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 Paul Martin Lester
ACM SIGGRAPH Computer Graphics November 1995
Volume 29 Issue 4

18 Rendering + modeling + animation + postprocessing = computer graphics 82%


 Rosalee Wolfe , John L. Lowther , Ching-Kuang Shene
ACM SIGGRAPH Computer Graphics November 2000
Volume 34 Issue 4

Nowadays, students coming into a computer graphics course have seen movies that have fantastic graphics effects (e.g., *Toy Story*, *A Bug's Life* and the *Star War* series). These students have also acquired a certain level of graphics knowledge by playing games and reading popular magazines. Their expectations are certainly high for their first graphics course. Moreover, many deep and powerful theories were developed during the past decade. Either because these topics are too new or be ...





19 Artistic screening 82%

 Victor Ostromoukhov , Roger D. Hersch
Proceedings of the 22nd annual conference on Computer graphics and interactive techniques September 1995

20 World Wide Web: Contextualized preview of image map links 82%

 Wallace Chigona , Thomas Strothotte
Proceedings of the thirteenth conference on Hypertext and hypermedia June 2002
Previewing links in hypertext navigation helps reduce the cognitive overhead associated with deciding whether or not to follow a link. In this paper we introduce a new concept called Dual-Use of Image Space (DUIS) and we show how it is used provide preview information of image map links. In DUIS the pixels in the image space are used both as shading information as well as characters which can be read. This concept provides a mechanism for placing the text information related to images in context ...

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